

Fig.1

Block diagram of a video camera system 12. The system includes a CONTROL CIRCUIT 124, an IMAGE PROCESSING CIRCUIT 123, an IMAGE ACQUIRING CIRCUIT 122, a LIQUID CRYSTAL DISPLAY 127, and a camera lens 121. A video camera 126 (represented by a circle with a cross) is connected to the CONTROL CIRCUIT 124. The CONTROL CIRCUIT 124 is connected to the IMAGE PROCESSING CIRCUIT 123, the IMAGE ACQUIRING CIRCUIT 122, and the LIQUID CRYSTAL DISPLAY 127. The IMAGE PROCESSING CIRCUIT 123 is connected to the IMAGE ACQUIRING CIRCUIT 122. The IMAGE ACQUIRING CIRCUIT 122 is connected to the camera lens 121. A dashed box indicates a connection to an external component MC.

Diagram illustrating the structure of the Graphics Data Storage Area 102. The area is divided into two sections:

- 102 GRAPHICS DATA INFORMATION STORAGE AREA**: This section contains **GRAPHICS DATA INFORMATION GI**.
- 101 GRAPHICS DATA STORAGE AREA**: This section contains **GRAPHICS DATA GD**.

A label **GF** with an arrow points to the top of the storage area.

Fig.4

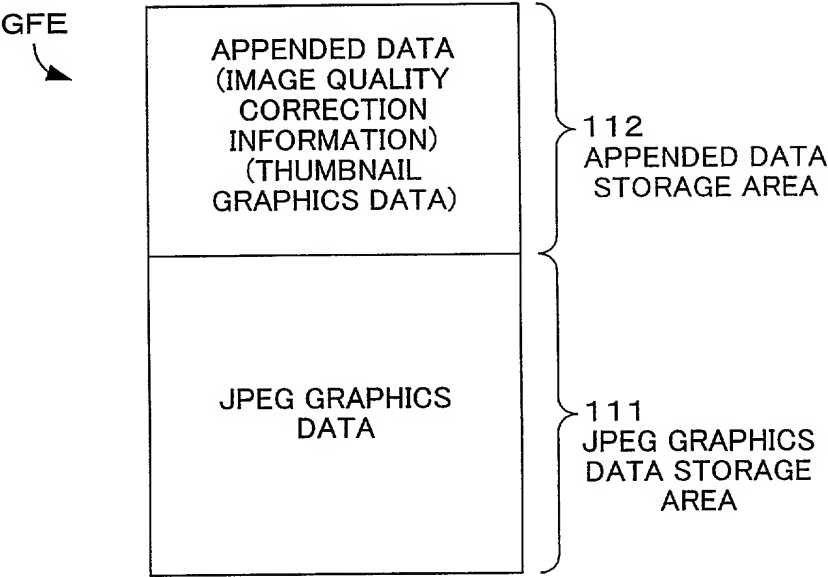


Fig.5

TAG NAME	PARAMETER VALUE
EXPOSURE TIME	1/137 SEC
LENS F NUMBER	F10. 1
EXPOSURE BIAS VALUE	EVO. 4
MIN. F VALUE	F2. 0
LENS FOCAL DISTANCE	20. 70(mm)
COLOR SPACE INFORMATION	sRGB
PICTURE MODE	1
AUTO ADJUST LEVEL	5
⋮	⋮

112 APPENDED DATA STORAGE AREA

Fig.6

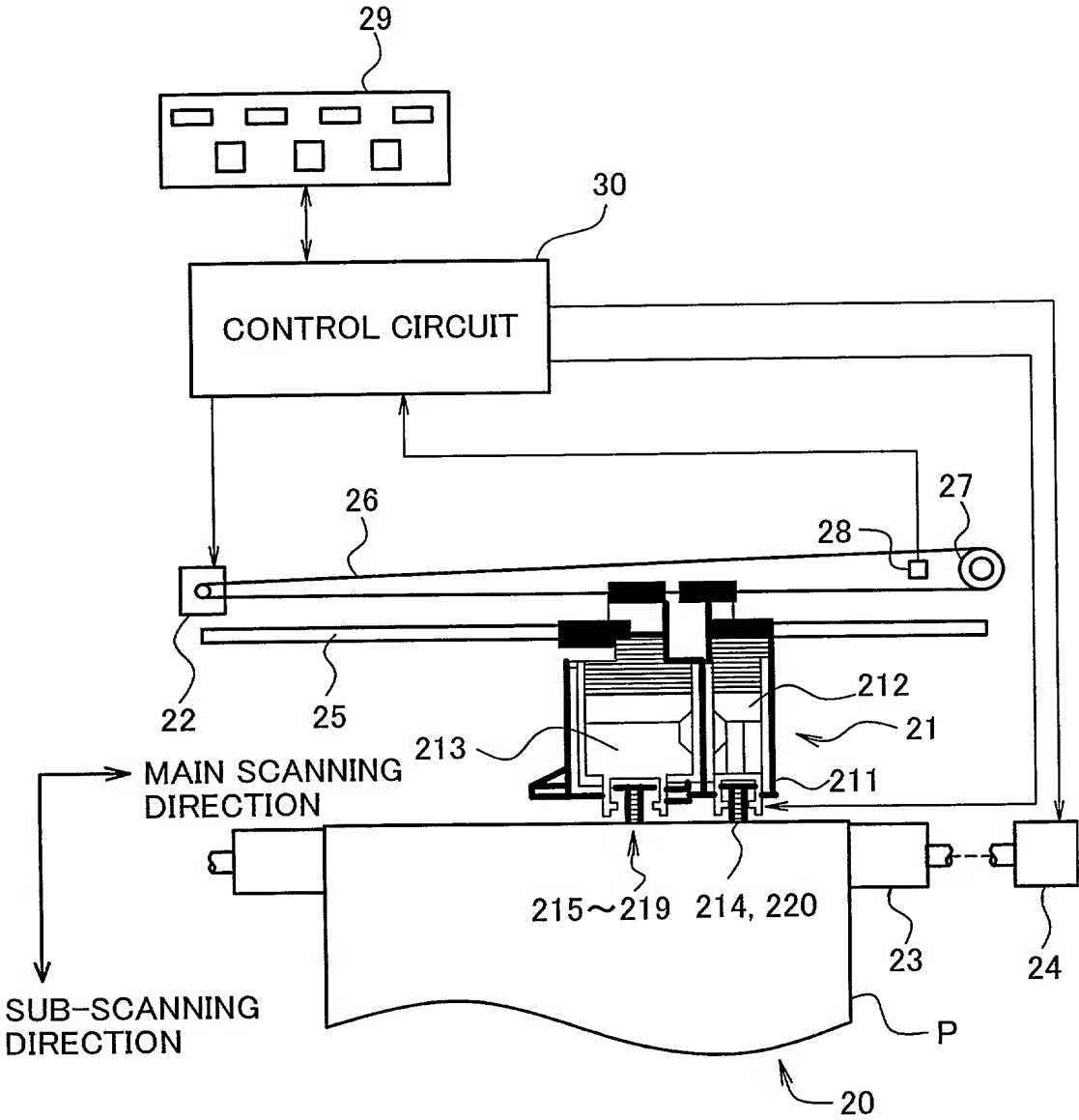


Fig.7

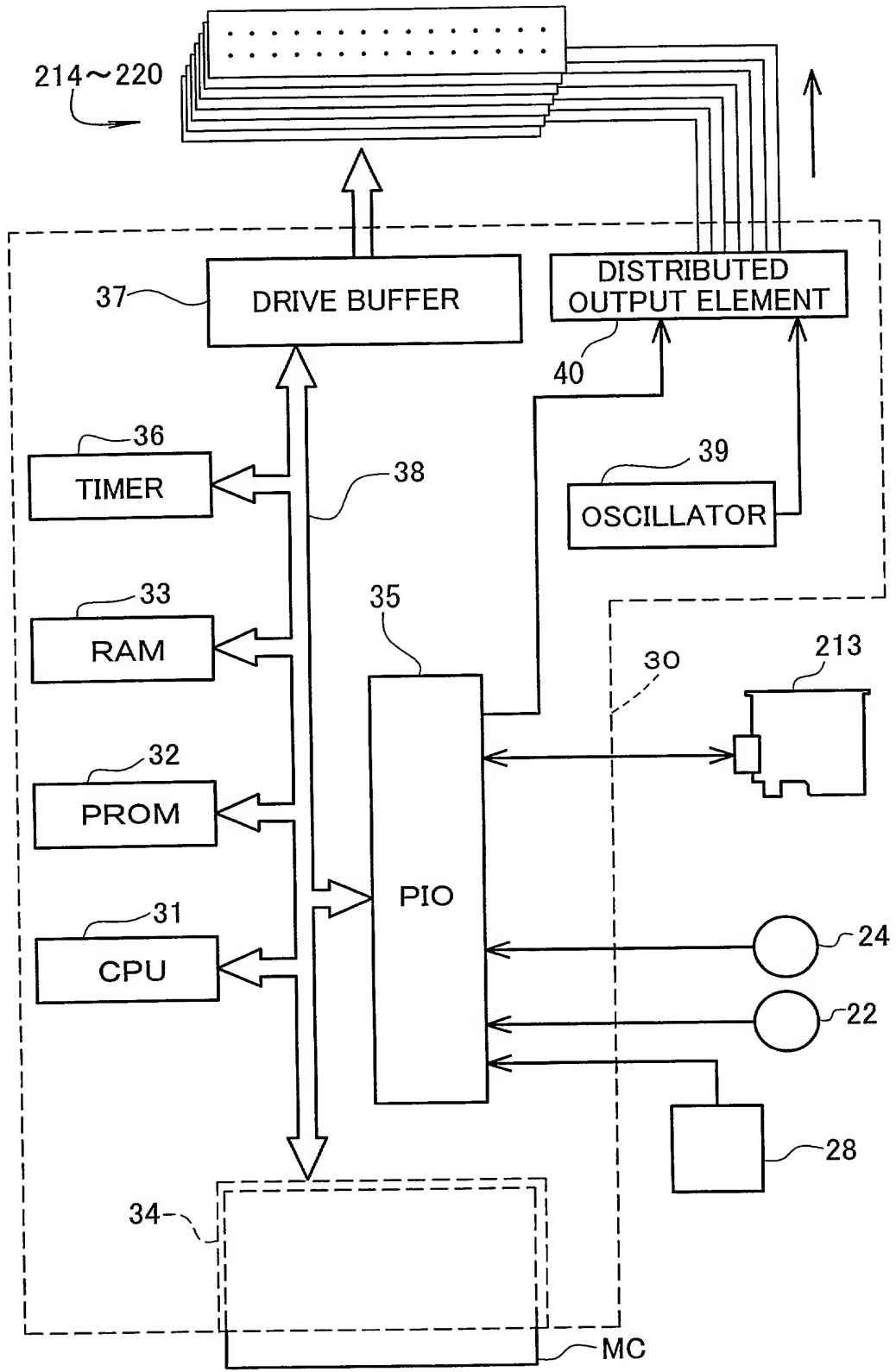


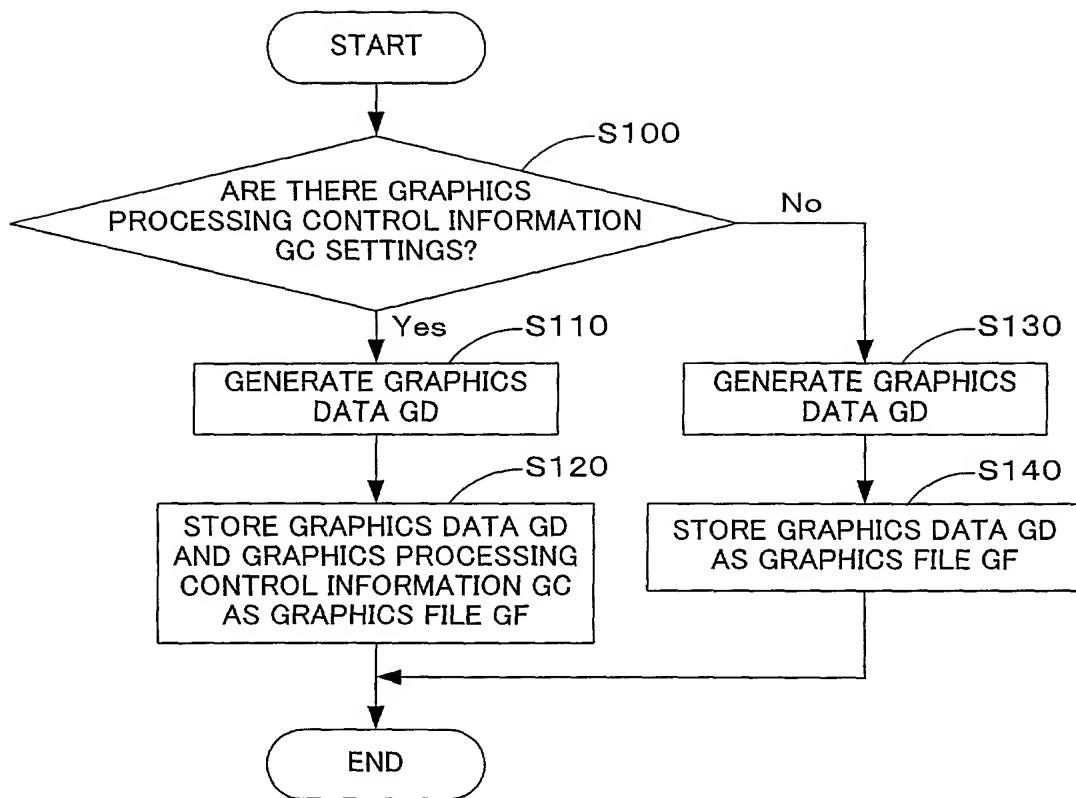
Fig.8

Fig.9

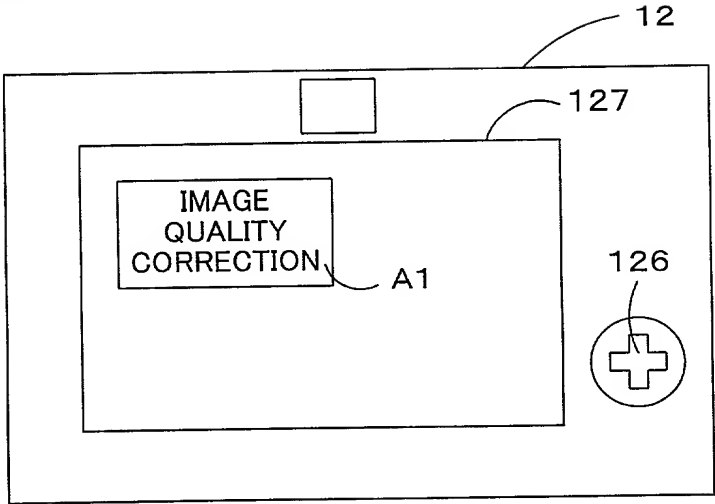


Fig.10

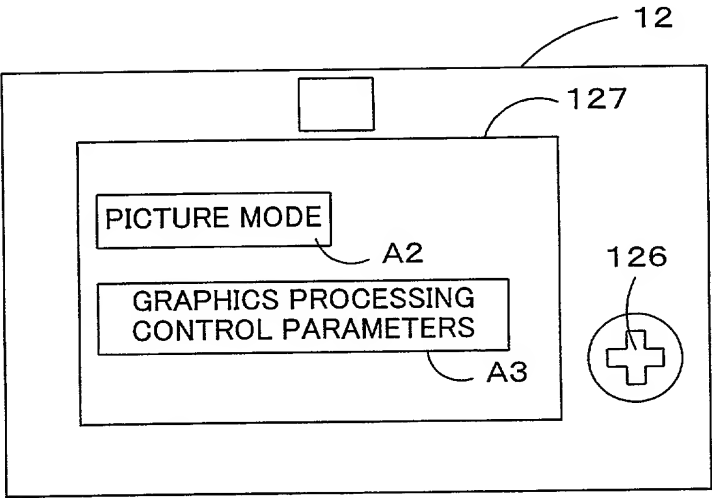


Fig.11

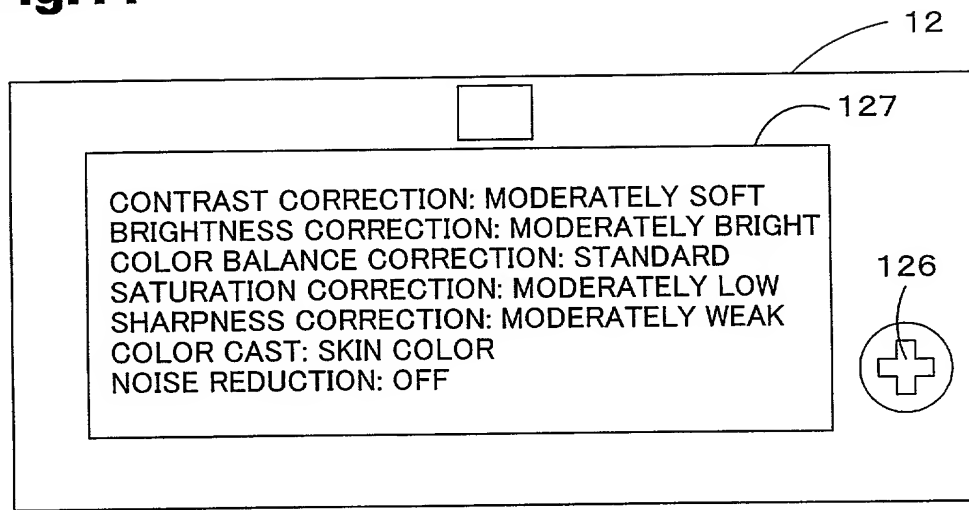


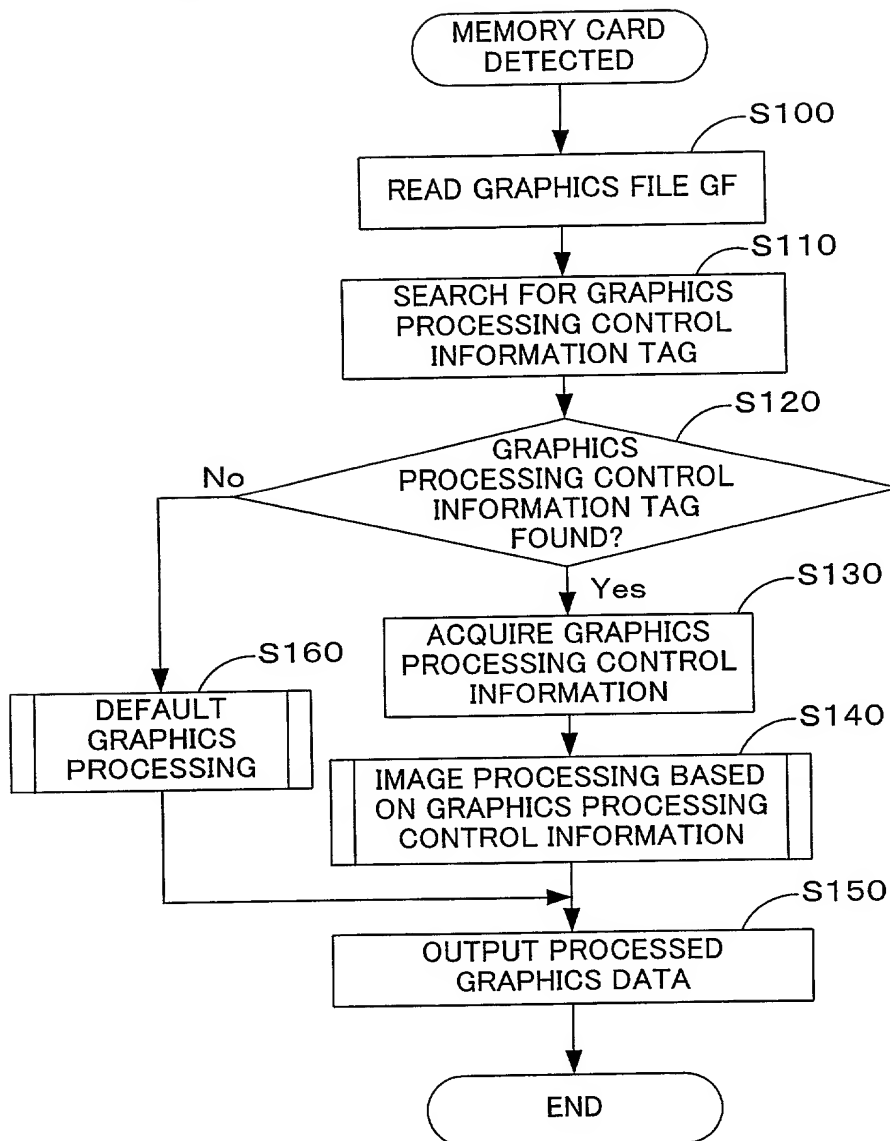
Fig.12

Fig.13

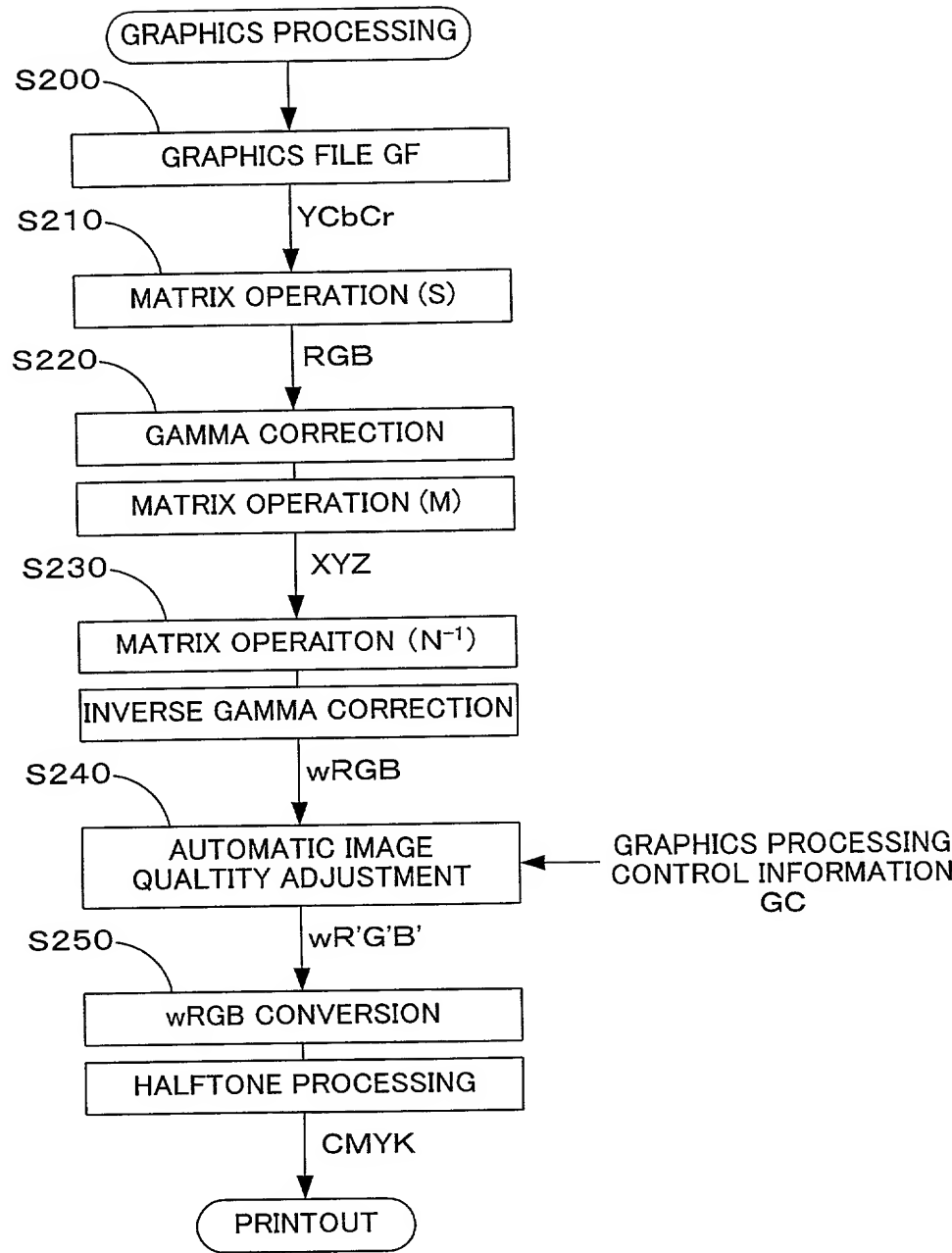
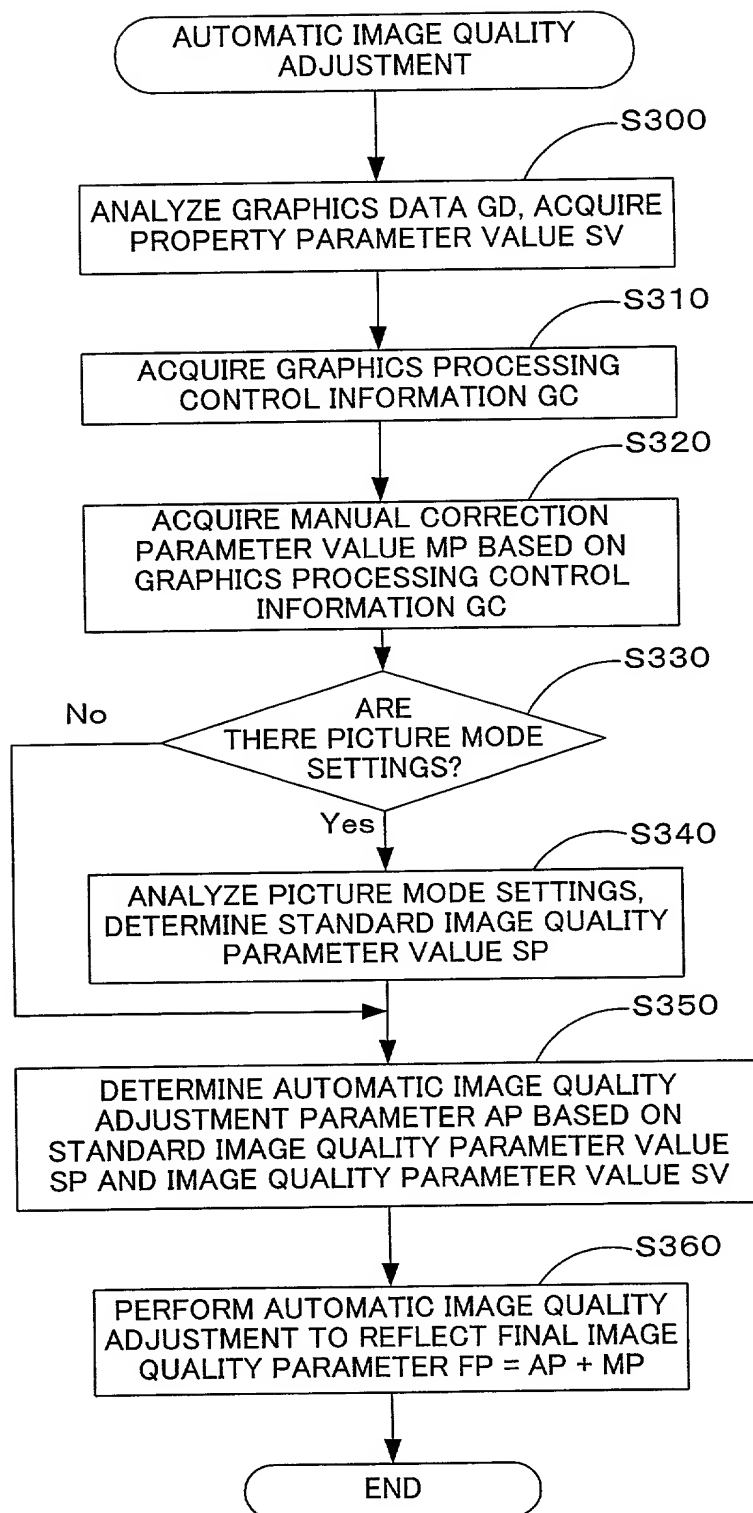


Fig.15

www.3com.com

Fig.16

MODE	CONTRAST	BRIGHTNESS	COLOR BALANCE	SATURATION	SHARPNESS	COLOR CAST	NOISE REDUCTION
1	STANDARD	STANDARD	STANDARD	STANDARD	STANDARD	OFF	OFF
2	MOD. SOFT	MOD. BRIGHT	STANDARD	MOD. LOW	MOD. LOW	SKIN COLOR	OFF
3	MOD. HARD	STANDARD	STANDARD	MOD. HIGH	MOD. HIGH	SKY/GREEN	OFF
4	STANDARD	DARK	OFF	STANDARD	MOD. LOW	RED	ON
5	STANDARD	DARK	OFF	STANDARD	STANDARD	OFF	ON
6	MOD. SOFT	MOD. BRIGHT	WEAK	MOD. HIGH	STANDARD	GREEN	OFF
7	STANDARD	STANDARD	WEAK	STANDARD	HIGH	OFF	OFF
8	HARD	STANDARD	STANDARD	MOD. HIGH	HIGH	OFF	OFF
9	MOD. SOFT	BRIGHT	STANDARD	STANDARD	STANDARD	OFF	OFF
10	STANDARD	STANDARD	STANDARD	HIGH	MOD. HIGH	OFF	OFF
11	STANDARD	MOD. BRIGHT	STANDARD	STANDARD	MOD. HIGH	SKIN COLOR	OFF

Fig.17

IMAGE QUALITY PARAMETER	AP	MP	FP	FP'
BRIGHTNESS	16	10	26	42
SHARPNESS	5	−10	−5	0

Fig.18

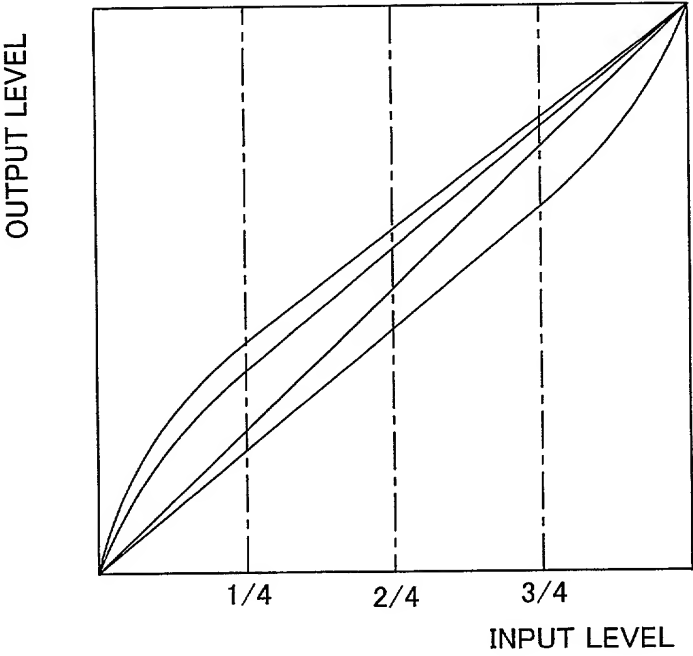


Fig.19

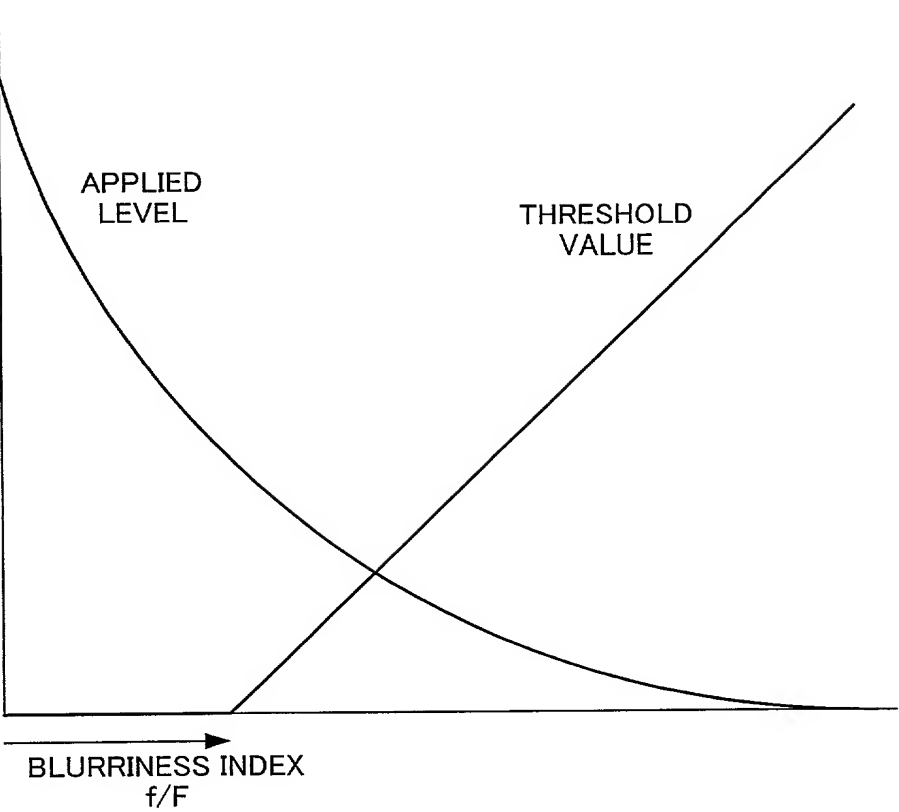


Fig.20

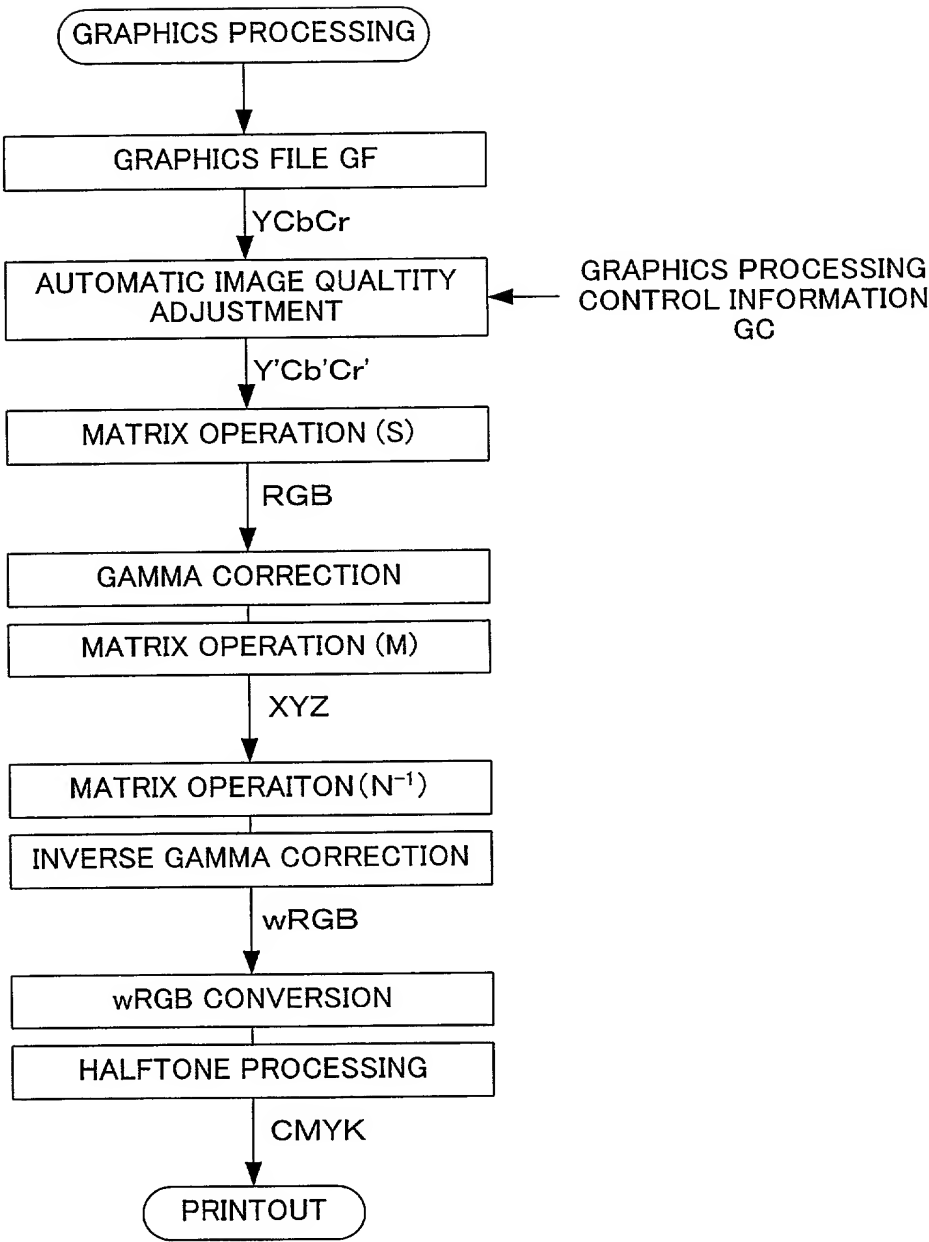


Fig.21

$$\begin{pmatrix} R \\ G \\ B \end{pmatrix} = \mathbf{S} \begin{pmatrix} Y \\ Cb-128 \\ Cr-128 \end{pmatrix}$$
$$\mathbf{S} = \begin{pmatrix} 1 & 0 & 1.40200 \\ 1 & -0.34414 & -0.71414 \\ 1 & 1.77200 & 0 \end{pmatrix}$$

Fig.22

$$\begin{pmatrix} X \\ Y \\ Z \end{pmatrix} = \mathbf{M} \begin{pmatrix} Rt' \\ Gt' \\ Bt' \end{pmatrix} \quad \mathbf{M} = \begin{pmatrix} 0.6067 & 0.1736 & 0.2001 \\ 0.2988 & 0.5868 & 0.1144 \\ 0 & 0.0661 & 1.1150 \end{pmatrix}$$

$Rt, Gt, Bt \geq 0$

$$Rt' = \left(\frac{Rt}{255}\right)^r \qquad Gt' = \left(\frac{Gt}{255}\right)^r \qquad Bt' = \left(\frac{Bt}{255}\right)^r$$

$Rt, Gt, Bt < 0$

$$Rt' = -\left(\frac{-Rt}{255}\right)^r \qquad Gt' = -\left(\frac{-Gt}{255}\right)^r \qquad Bt' = -\left(\frac{-Bt}{255}\right)^r$$

Fig.23

$$\begin{pmatrix} R_w \\ G_w \\ B_w \end{pmatrix} = \mathbf{N}^{-1} \begin{pmatrix} X \\ Y \\ Z \end{pmatrix}$$

$$\mathbf{N}^{-1} = \begin{pmatrix} 3.30572 & -1.77561 & 0.73649 \\ -1.04911 & 2.1694 & -1.4797 \\ 0.0658289 & -0.241078 & 1.24898 \end{pmatrix}$$

$$R_{W'} = \left(\frac{R_W}{255} \right)^{1/r} \quad G_{W'} = \left(\frac{G_W}{255} \right)^{1/r} \quad B_{W'} = \left(\frac{B_W}{255} \right)^{1/r}$$